

Greshin Rambles

Gni Flux

Lately Gni has been running amok. All things that involve the use of Gni have been unstable for a few weeks now. Many Kingdom Scouts and Fortune Tellers have said that readings are becoming erratic, ranging from very hard to overly simple. The only boon is that discoveries of new spells, recopies and abilities have come alive in the "Shade" communities. Use of Gni in some cases has become dangerous. Cory Samuelsson of Gallow Hill was killed when she opened herself up to enchantment and Gni tore through her body. No specific report was given save that her body ceased to exist after the Gni flow was halted. The Hove Academy is said to have been on the verge of a great break through. Unfortunately the knowledge was somehow lost and those with knowledge of it seem to have no memory of it. I can only urge caution in the coming months when using Gni till it stabilizes.



Magic Rings Warning

Small magic circles, only 2 - 3 inches in diameter, have been appearing with alarming properties. When first discovered on a contract during the April holiday, three of them returned from the contract with the people who went as if someone on the contract had been touching them when the contract's magic returned all the people. However, few touch the rings, as upon any sort of contact with a ring it produces one of three effects upon the toucher: either a purging of magic, a minor increase in strength, or an attack equal to three physical blows by an untrained warrior. These effects rotate in sequence upon touching of the same ring. The rings tend to appear, or "travel", in groups of threes. As time passes, a group of three will double into six, and after more time the number of rings will grow more. They gather the strength to multiply by draining magic in the area around them. The permanent circle of translocation to the Merchant's Guild from Broken Willow was collapsed by these rings during the May holiday, and the rings immediately multiplied afterwards. It was discovered shortly thereafter that the rings are also attracted to magic, as they were witnessed moving from one location to surround someone using magic, and then inhibited her ability to complete her casting. The good news is that circle abatement has been tested on them and will negate the rings. But a powerful fortune teller warned the circle caster who performed the test that the source of the rings will react violently if all rings in an area are abated. When abating the second to last ring in the area, the defensive reaction from the ring was to stun all who were directly around it. Abating the last ring was not tested.

Near Silent Encounter

During the last holiday Broken Willow was visited by a creature called the Phoenix. It was a large red and winged bird-like being with a fearsome presence. Before it even appeared all could feel it was approaching. As it's magic swept over the out-home it put everyone to sleep, except for fortune tellers. The Phoenix emerged from a large blazing fire that was already burning, and to those still awake kept repeating "I am the purging flame of rebirth." After some verbal exchange with the awake - I was not one of them - the Phoenix realized how to also force the fortune tellers to sleep, and once everyone was, it left. On awaking, the out-home found the statue on which different stories appear each holiday was also gone.

News from the Kingdom

5000 fighting human men and women have landed to the south and have camped in the area of Southmarch and Studder's Meadow. The Queen intends to draw the line there and hold off any further incursions of the Taur into the kingdoms lands. Nathaniel Eshra is to lead the armies of the south as Crown Prince Eriksson Eshra is in the north with 10000 man and women holding off the Wylde attacks.

The Queen is to pass her 65th year of life this year. The capital city of Ossvin is going to celebrate this occasion in the first weeks of July with fairs and games.

The sea explores know as the Salt Gulls have returned after nearly a year of travel. It is said that they followed the coast far to the south and found a small collection of port cities well beyond the reach of the Taur. It seems that the cities have a great many Sidhe within. The Merchants Guild will be sending envoys to open up trade talks.

The following are touched that have been granted title in out-homes.

Sir Gren Willfis of Heartwood
 Baron Aaron Guile of Greyslate Wood
 Sir Debbora Janice of Bitter End
 Lord Baron Hindreick Forex of Northern Reach

Congradulations to all our brothers and sisters in the out-homes.

New Incanter Spells

Ray "3"

Incant "I "name" use Cid's magic ray, 3 normal"

Build Cost: 20 points

Requisites: Incanter Training, Enchanter
 (Master)

Cost: 3 Gni

This will send a ray out from the caster's hand that will do 3 points of Magic damage (normal).

Greater Heal

Incant "I "name" call flood waters of life to heal your body, 8 body."

Build Cost: 20 points

Requisites: Incanter Training, Enchanter
 (Journeyman)

Cost: 5 Gni

This spell will heal the recipient of the spell for 8 hit points up to their maximum.

Adds for the Classified

Looking for interested party for contract work. Mercenaries preferred. Leave contact information in next News sheet.

Raw Ore and Gems for sale. Contract available in the Towns of Bell, Broken Willow, Tangle Weed and Hollow Acorn.

Looking for Teak table large enough for 10 and chairs. Will pay well. Contact merchants guild member to relay information.

Tinker Items for sale. Contact to get to me available in the Towns of Bell Broken Willow and Hollow Acorn.